

**SPECIFICATION AMENDMENTS**

*Page 4, line 13 to page 5, line 6:*

For simulations like those performed in military training, over relatively high-speed networks, this advantage can be realized. However, if the simulation client is operating through a lower performance link like a dial-up modem, replicating packets to all other clients in a large pool (potentially including 1000+ clients) is not practical (i.e. the speed of transmission over the slow link precludes sending to many clients at once). This problem at the client communication end has motivated most of the client-server type solutions referenced (Hochstein 5,292,125 and 5,350,176, Barker 5,538,255 - only two players at a time; Periman 5,558,339, 5,896, 444, 5,956,485, Durward et al. 5,659,691, Kikuchi et al. 5,664,778, 5,668,950, Bakoglu et al. 5,685,775, Barrus 5,736,990 - small numbers of players over bandwidth limited networks; Smith 5,899,810, Ehrman 5,984,786, Water et al. 6,006,254, Vange et al. 6,050,898 ~~6,050,098~~, Kappler 6,064,677 - combination of distributed, client-server, and message priority queuing to improve performance in the network and on the central server). Work to overcome aspects of the problems which arise because of poor server or network performance are described by Barrus et. al. 5,736,990, Othmer et al. 5,775,996, O'Callaghan 5,820,463, Waters 5,920,862, Lambright et al. 6,015,348, Vange et al. 6,050,898 ~~6,050,098~~, and Kappler 6,064,677.